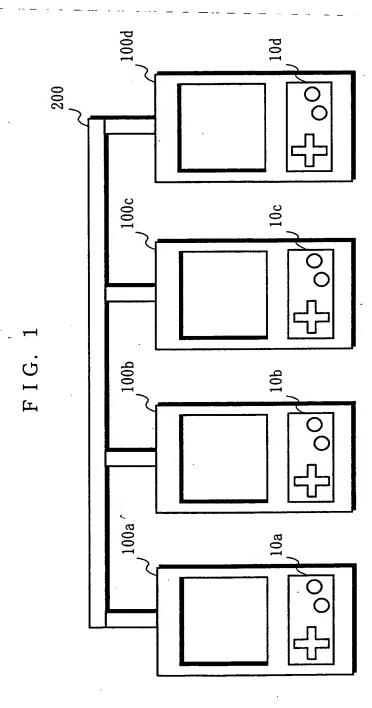
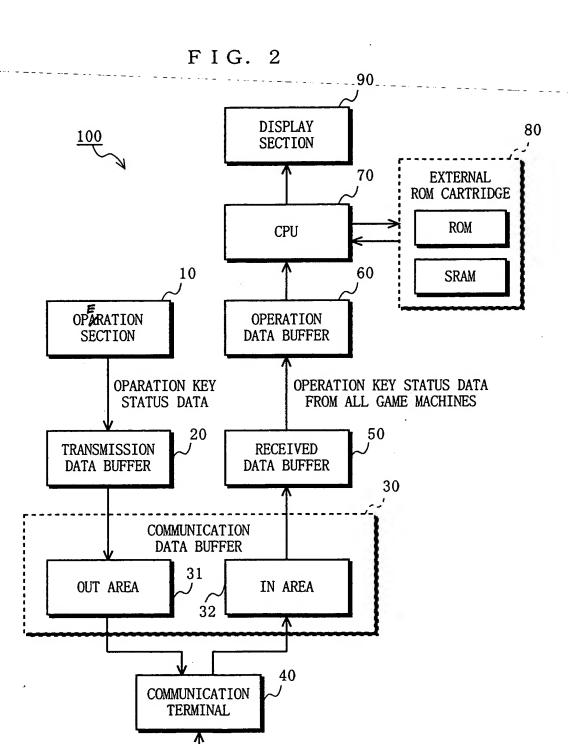
Inventor: SENGOKU, Toshio SN unknown/Sheet 1 of 15 Atty. Dkt.: 723-1224



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Inventor: SENGOKU, Toshio SN unknown/Sheet 2 of 15 Atty. Dkt.: 723-1224

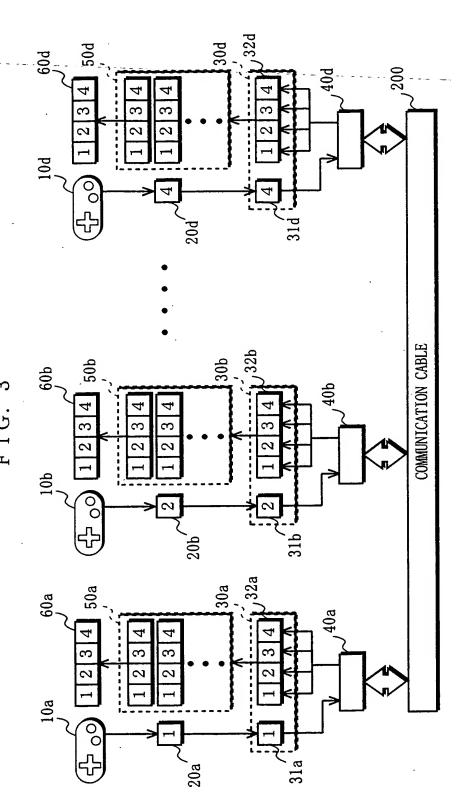


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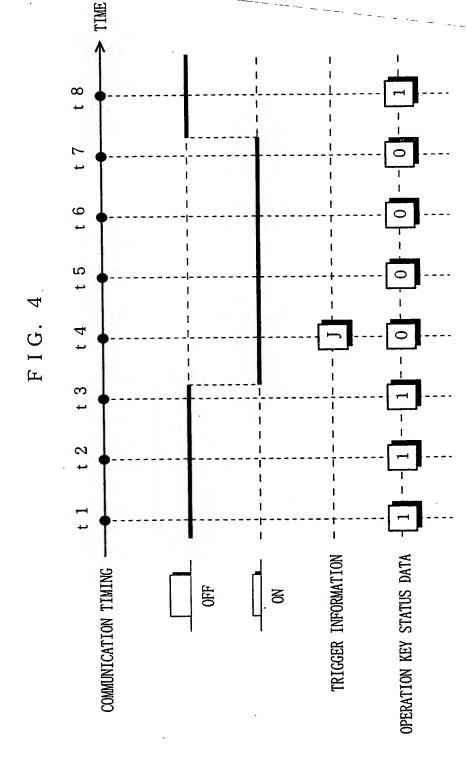
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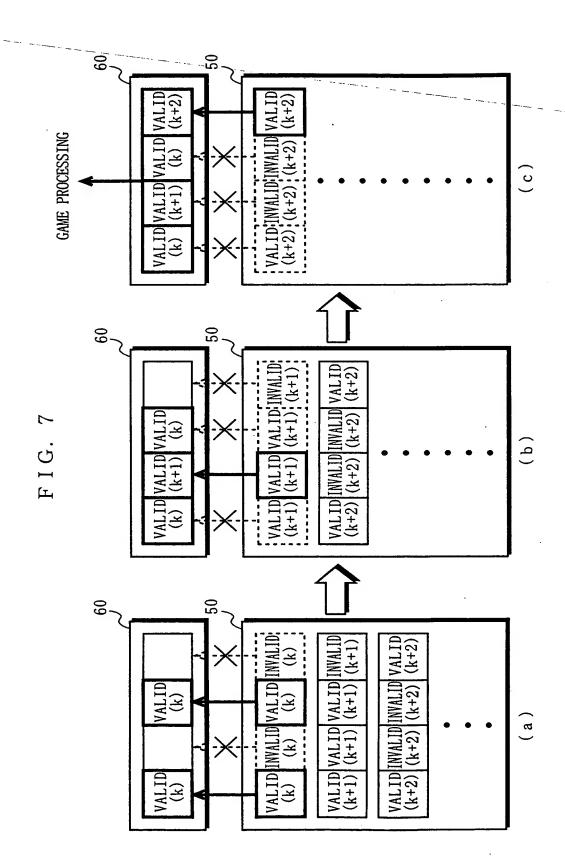
Inventor: SENGOKU, Toshio SN unknown/Sheet 4 of 15 Atty. Dkt.: 723-1224



To Last green for the lines for the lines from the most green from the lines fant from the lines from the lines

(k+2) (k+2) (k+2) (k+2) VALID VALID INVALID VALID $\begin{array}{c|c} \text{VALID} & \text{INVALID} \\ \text{(k+1)} & \text{(k+1)} & \text{(k+1)} \\ \end{array}$ (<u>K</u> (k) (k) (k) (a)

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F I G. 8 **START** S100 INITIAL SETTING S200 GAME PROCESSING S300 V BLANKING WAIT PROCESS S400 NO END GAME ? YES **END**

The Cast Cast of Green for the state of the Cast of the Cast of the Cast of Ca

F I G. 9 **START** S502 SOUND PROCESSING AND V BLANKING PROCESSING S504 MULTI-PLAY NO COMMUNICATION MODE ? YES S506 IS DATA YES IN TRANSMISSION DATA BUFFER S516 INVALID ? TRANSFER DATA FROM NO S508 TRANSMISSION DATA BUFFER TO OPARATION DATA BUFFER NO AM I PARENT ? S510 YES WRITE INVALID DATA TO TRANSMISSION DATA BUFFER TRANSFER DATA FROM TRANSMISSION DATA BUFFER TO OUT AREA S518 S512 START DATA COMMUNICATION PROCESS S514 WRITE INVALID DATA TO TRANSMISSION DATA BUFFER **END**

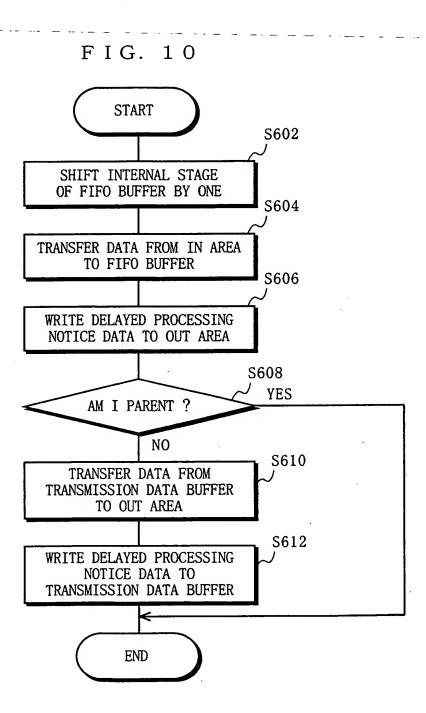
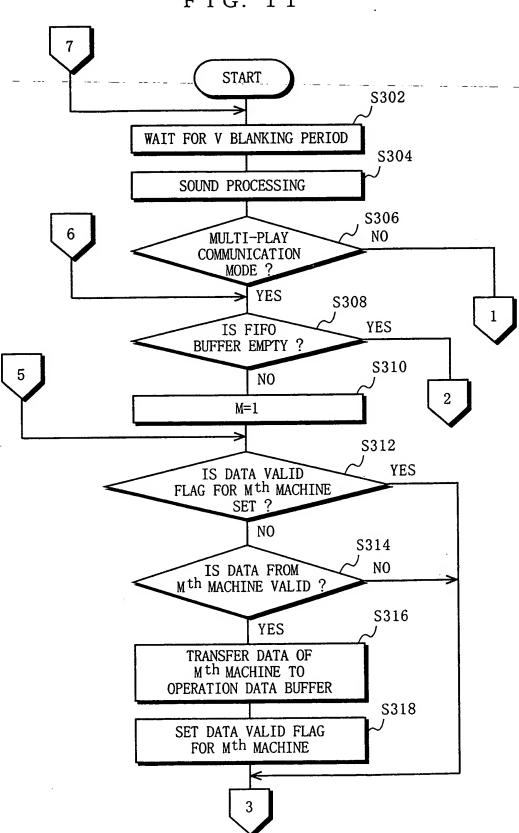
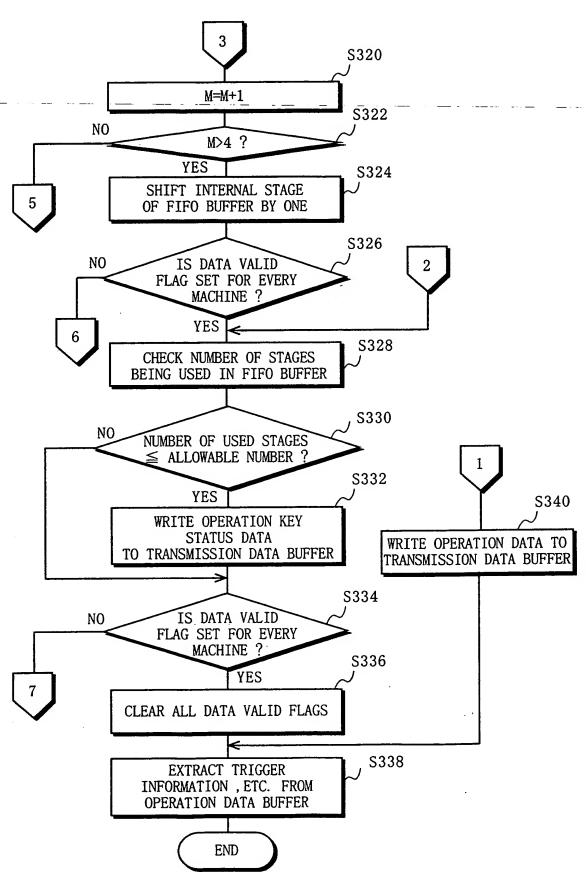


FIG. 11



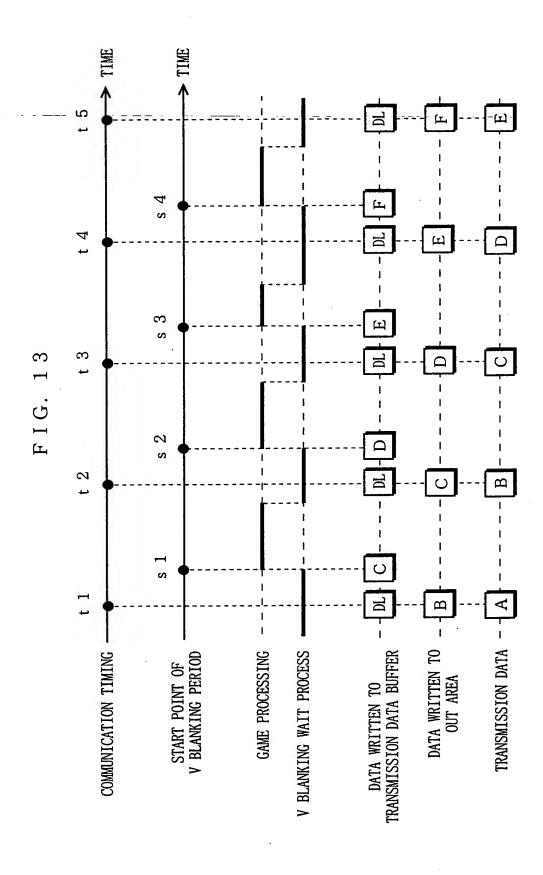
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FIG. 12

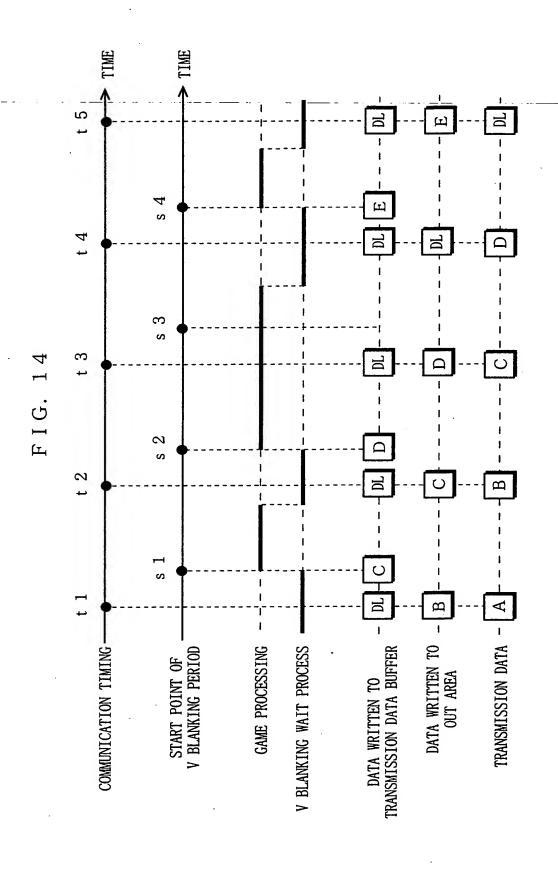


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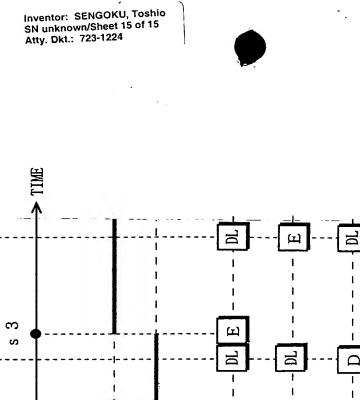
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s 1

START POINT OF V BLANKING PERIOD

GAME PROCESSING

V BLANKING WAIT PROCESS



D

- DL

DATA WRITTEN TO TRANSMISSION DATA BUFFER

В

DATA WRITTEN TO . OUT AREA $\mathbf{\alpha}$

TRANSMISSION DATA -